

**NAME**

**thr\_set\_name** - set user-visible thread name

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <sys/thr.h>
```

*int*

```
thr_set_name(long id, const char *name);
```

**DESCRIPTION**

The **thr\_set\_name()** system call sets the user-visible name for the thread with the identifier *id* in the current process to the NUL-terminated string *name*. The name will be silently truncated to fit into a buffer of `MAXCOMLEN + 1` bytes. The thread name can be seen in the output of the `ps(1)` and `top(1)` commands, in the kernel debuggers and kernel tracing facility outputs, and in userland debuggers and program core files, as notes.

**RETURN VALUES**

If successful, **thr\_set\_name()** returns zero; otherwise, -1 is returned, and *errno* is set to indicate the error.

**ERRORS**

The **thr\_set\_name()** system call may return the following errors:

- |          |   |
|----------|---|
| [EFAULT] | The memory pointed to by the <i>name</i> argument is not valid.                 |
| [ESRCH]  | The thread with the identifier <i>id</i> does not exist in the current process. |

**SEE ALSO**

`ps(1)`, `_umtx_op(2)`, `thr_exit(2)`, `thr_kill(2)`, `thr_kill2(2)`, `thr_new(2)`, `thr_self(2)`, `pthread_set_name_np(3)`, `ddb(4)`, `ktr(9)`

**STANDARDS**

The **thr\_set\_name()** system call is non-standard and is used by the 1:1 Threading Library (`libthr`, `-lthr`).

**HISTORY**

The **thr\_set\_name()** system call first appeared in FreeBSD 5.2.